

IDEBEN'S OTHER GRIMOIRES OF LEGENDARY MAGIC

IDEBEN'S OTHER GRIMOIRE OF LEGENDARY MAGICS ADDITIONAL CANTRIPS

AEROKINESIS

Transmutation cantrip

Classes Druid, Sorcerer, Wizard

Casting Time 1 Action

Range 30 feet (15-foot cube)

Components S

Duration Special

You can influence the air in a 10-foot cube that you can see within range. You may impose one of the following effects:

- You can alter the natural flow of moving air by up to 5 miles per hour causing it to speed up, slow down, reverse or stop.
- Create a breeze of 5 miles per hour that blows about loose items like leaves, cloths, hair, smoke, and dust as you direct it. These effects may last up to an hour.
- In environments with enough moisture you may cause a light mist to form, which you can shape into rough shapes and figures. These maintain their form for a while but disperse after 1 hour. If you concentrate on this spell you may cause these sculptures to animate at your direction. Creatures within these mists are considered partially obscured. These mists are dispersed after 1 hour or with a moderate or stronger wind (10 miles an hour or more)
- Create a momentary gust of moderate wind to blow one object that is not carried and weighs less than ten pounds 5 feet in a direction of your choice.
- Increase or decrease the temperature of the air by up to 10 degrees.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous, non-concentration effects active at a time. You may cause any of the persistent effects to end as an action.

The size of the area you can affect increases by 5 feet when you reach 5th level (15-foot cube), 11th (20-foot cube), and 17th level (25-foot cube).

ELDRITCH EDGE

Evocation cantrip

Classes **Ranger, Sorcerer, Warlock, Wizard

Casting Time 1 Action

Range 5 feet

Components V, S

Duration Instantaneous

You strike out with an weapon of crackling magical energy. Make a melee spell attack against a creature in range. On a hit the target takes 1d10+1 force damage.

The spell last long enough to make more than one attack when you reach higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level. You can attack the same target or different ones.

Any feature that modifies the *Eldritch Blast* can now may instead modify Eldritch Edge.

GEOKINESIS

Transmutation cantrip

Classes Druid, Sorcerer, Wizard

Casting Time 1 Action

Range 30 feet

Components S

Duration Special

You can influence the dirt, sand, gravel, and stone in a 5-foot cube that you can see within range. You may impose one of the following effects:

- You may cause all the soil, sand, and loose gravel in the target area to either harmlessly move, collect itself in a pile, up to 5 feet away, or violently disperse. Creatures within 5ft of the target area must succeed a Dexterity saving throw or take 1 point of piercing damage.
- You may cause the earth to coalesce and form simple shapes or rough sculptures. These maintain their form for a while but fall apart after 1 hour. If you concentrate on this spell you may cause the sculptures to animate at your direction, but they are not solid enough to cause damage.
- You can cause 1 cubic foot of uncut stone to break apart into gravel.
- You pact together loose soil or sand causing it to become solid like unfired clay.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous, non-concentration effects active at a time. You may cause any of the persistent effects to end with an action.

The size of the area you can affect increases by 5 feet when you reach 5th level (10-foot cube), 11th (15-foot cube), and 17th level (20-foot cube).

HYDROKINESIS

Transmutation cantrip

Classes Druid, Sorcerer, Wizard

Casting Time 1 Action

Range 30 feet (5-foot cube)

Components S

Duration Special

You can influence the water in a 5-foot cube that you can see within range. You may impose one of the following effects:

- You can alter the flow of moving water causing it to speed up, slow down, reverse or stop up to five miles an hour. These effects may last up to an hour.
- You may cause still or slow-moving water to move up to 5 feet away, in any direction other than up. These effects may last up to an hour.
- You can cause the waters to coalesce and form simple shapes or rough forms. These maintain their form for a while but fall apart after 1 hour. If you concentrate on this spell you may cause these sculptures to animate at your direction, but they are not solid enough to cause damage.
- You may cause change the water's phase from solid ice to liquid water or vice versa, or from liquid water to water vapor. These effects may last up to an hour before the water returns to its natural form.
- You may change the water's color and clarity. These effects may last up to an hour.
- You may change the water's surface tension. A creature in the affected water must succeed on a Strength saving throw or their movement is decreased by 10 until the end of their next turn.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous, non-concentration effects active at a time. You may cause any of the persistent effects to end with an action.

The size of the area you can affect increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

PERSEVERANCE

Necromancy cantrip

Classes Cleric, Druid, Sorcerer, Warlock

Casting Time 1 reaction which you take to taking

bludgeoning, piercing, or slashing damage

Range Self

Components S

Duration 1 Round

You let loose a cry to help you power through the pain. If you are not rendered incapacitated by the triggering damage, you gain 3 temporary hit points until the end of your next turn.

When you reach higher levels the number of temporary hit points you gain increases, 6 temporary hit points at 5th level, 9 at 11th level, and 12 at 17th level.

PYROKINESIS

Transmutation cantrip

Classes Druid, Sorcerer, Wizard

Casting Time 1 Action

Range 30 feet (5-foot cube)

Components S

Duration Special

You can influence the nonmagical flame in a 5-foot cube that you can see within range. You may impose one of the following effects:

- You may extinguish the fire or bring forth a flame from dry kindling, a smoking wick, hot coal, or a glowing ember.
- You may cause the fire to be smokeless or double the amount of smoke it releases, further you can choose the direction and shape of the smoke, as long as there is no wind greater than 5 miles per hour. These effects may last up to an hour.
- You may change the color, intensity, and size of the flame as long as it remains in the original area. These effects may last up to an hour.
- You can make the flame seem cool to the touch, but cause it to become so hot all creatures within 5 feet must succeed at a Constitution saving throw or take 1 point of fire damage.
- You may separate some of the flames and hold them in your hands or cause them to float within 5 feet of you. While you maintain concentration on this spell, the flame does not need fuel to continue to burn. You may use a bonus action to end concentration and fling the fire, make a ranged spell attack against a creature or object in range. On a hit the target takes 1d4 fire damage.
- You may cause the flames to twist to display images. These maintain their form for a while but fall apart after 1 hour. If you concentrate on this spell you may cause these sculptures to animate at your direction, but they are not solid enough to cause damage.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous, non-concentration effects active at a time. You may cause any of the persistent effects to end with an action.

The size of the area you can affect increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

MIND BLOW

Divination cantrip

Classes Warlock, Wizard

Casting Time 1 Action

Range 30 feet

Components V

Duration Instantaneous

You overwhelm a creature within range with an invasive emotion, vision, or revelation. The target must succeed at an Intelligence saving throw or take 1d6 psychic damage and be unable to take reactions until the end of their next turn. Creatures that must make a concentration check because of this spell must make it with disadvantage.

The number of creatures you can affect with this spell increases by 1 when you reach 5th level(2), 11th level(3), and 17th level(4).

RIPPLE PULSE

Evocation Cantrip, Combo

Classes Cleric, Sorcerer, Warlock, Wizard

Casting Time 1 reaction, which you take to hitting a creature with either multiple weapon or spell attacks on a single turn

Range Self(5 foot radius)

Components S, V

Duration Instantaneous

You repurpose the residual energy from your attacks and emit a shockwave magical force. All creatures within range must succeed at a Strength saving throw or take 1d4 force damage and are knocked prone.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4)

TEMPER METTLE

Transmutation Cantrip

Classes Bard

Casting Time 1 bonus action

Range Touch

Components S, V

Duration 1 round

You reach out and ward a creature you can touch from imminent harm. Until the beginning of your next turn the next time that creature takes nonmagical bludgeoning, piercing, or slashing damage, reduce the damage taken by 3.

The damage reduction increases when you reach higher levels, 6 at 5th level, 9 at 11th level, and 12 at 17th level.

THUNDER CLASH

Evocation Cantrip, Combo

Classes Cleric, Sorcerer, Warlock, Wizard

Casting Time 1 reaction, which you take to hitting a creature with multiple weapon or spell attacks on a single turn

Range Self(5 foot radius)

Components V, S

Duration Instantaneous

You amplify the sound of your attacks, releasing a powerful shockwave. Each creatures within range must succeed at a strength saving throw or take thunder damage and be pushed 5ft away from you and the spell emits a thunderous boom audible to 100ft.

The distance creatures are knocked back by this spell increases by 5ft when you reach 5th level(10ft), 11th level(15ft), and 17th level(20ft)

UMBRAKINESIS

Transmutation cantrip

Classes Druid, Sorcerer, Warlock, Wizard

Casting Time 1 Action

Range 30 feet (15-foot cube)

Components S

Duration Special

You can influence the shadows in a 5-foot cube that you can see within range. You may impose one of the following effects:

- You may darken shadows in the area, causing bright light to become darkness and natural darkness to become magical darkness that dark vision cannot pierce. The shadows return to normal after 1 hour.
- You may cause natural shadows to move independently of a light source or the objects casting them.
- You may create new shadows that appear to be cast by nothing.
- You may cause the shadows to present images or a shadow play.
- You may cause the shadows to lift out of the ground forming rough figures and shapes, even simple objects. These creations are immaterial and dissolve with even the lightest pressure, and remain connected to a natural shadow by at least a thread. If you maintain concentration on this spell you may cause the shadows to animate at your direction.

If you cast this spell multiple times you can have more than two of its non-instantaneous, non-concentration effects active at a time. You may end any of the persistent effects to end as an action.

The size of the area you can affect increases by 5 feet when you reach 5th level (15-foot cube), 11th level (20-foot cube), and 17th level (25-foot cube).

ADDITIONAL LEVELLED SPELLS

AETHER GEYSER

5th-level Conjuration, Combo

Classes Cleric, Incarcerer, Paladin,**Ranger, Sorcerer, Warlock, Wizard

Casting Time 1 reaction, which you take to hitting a creature with a weapon or spell attack multiple times on a single turn

Range Self

Components S, V, M(Three chain links)

Duration Instantaneous

You use your momentum to briefly shatter the barrier between the material and the ethereal planes. Make a melee spell attack against a creature within reach. On a hit a geyser of magical energy engulfs them dealing 6d10 radiant damage.

At Higher Levels. If you cast this spell with a spell slot of 6th level or higher, increase the damage by 1d10 for each slot level above 5th.

ARCANIST'S INTELLIGENT ASSISTANT

5th-level Transmutation

Classes Wizard

Casting Time 1 action

Range Touch

Components S, M(a set of artisan tools worth at least 5gp)

Duration 8 hours

You reach out and touch a set of artisan tools with which you have proficiency and magically imbue them with limited intelligence to assist those who wield them. The tools can speak in a limited fashion and will often give advice about what they guess their wielder is attempting. When a creature makes an ability check that uses the enchanted tools it threatens any roll of 9 or lower as if it were a 10.

ARS FERRUM

5th-level Conjuration

Classes Bard, Incarcerer, Sorcerer, Warlock, Wizard

Casting Time 1 Action

Range Self

Components V, S, M(a melee weapon worth at least 1sp)

Duration Instantaneous

You flourish the weapon used in the casting then make up to 6 melee spell attacks against targets within 5 feet of you, on a hit a target takes 1d10 force damage. If at least 1 of these attacks hits, you may continue making attacks up to a maximum of 6 additional attacks until an attack misses.

If you hit with at least 6 attacks you may make 1 additional attack, on a hit the target takes an additional 5d10 force damage.

AURA FORCE

5th-level Abjuration

Classes Cleric, Incarcerer, Paladin, Sorcerer, Wizard

Casting Time 1 Action

Range Self(30-foot radius)

Components V

Duration Instantaneous

Your awesome presence condenses around you, heavy enough to crack the ground beneath you. Loose soil, small rocks, and unattended objects less than 10 pounds within 30 feet or you float up into the air, then fall. Each creature in that area must make a Strength or Charisma saving throw (their choice); on failure the creature takes 5d8 thunder damage and 5d8 force damage and is knocked back 10 feet or is prone(your choice). On a successful save, the creature takes half damage and suffers no other effect.

BUOYANT ZONE

3rd-level Transmutation

Classes Bard, Warlock, Wizard

Casting Time 1 action

Range 90 feet(30-foot cube)

Components S, V, M(Soap bubbles)

Duration Concentration, up to 1 minute

Creatures and objects within a 30 foot cube anchored at a point within range begin to float around, as if weighed nothing at all. Weapon attacks made by a creature in the effected area and ranged weapon attacks that pass through the effected area are not with disadvantage. When a creature enters the space for the first time on a turn or starts their turn there, it must make a Dexterity(acrobatics) check against your spell save DC. On a failure, its walking speed is reduced to 0 until the beginning of its next turn. Creatures in this area are immune to the prone condition.

BRILLIANT BEACON

4th-level Evocation

Classes Bard, Cleric, Druid, Paladin,**Ranger, Sorcerer, Wizard

Casting Time 1 action

Range 120 feet

Components S, M(a candle and bone ash)

Duration Concentration, up to 10 minutes

You create a brilliant orb of monochromatic light at a point you can see within range. The orb sheds brilliant light for 1 mile, and dim light for 1 mile beyond that. Unobstructed, the orb is visible up to 5 miles away. Creatures within 120 feet of the orb make all Wisdom(perception) checks that rely on sight with disadvantage.

Completely covering the orb with an opaque object blocks the light.

If there is an area of magical darkness created by a spell of 4th level or lower within 120ft of the orb, the spell that created the darkness is dispelled.

BEGUILE

5th-level Enchantment

Classes Bard, Sorcerer, Warlock

Casting Time 1 action

Range 30 feet

Components S, V

Duration Concentration, up to 10 minutes

You attempt to overwhelm a creature in range with your presence. The target must make a Wisdom Saving Throw or become *charmed* until the spell ends or you or your allies do anything harmful to it. A creature charmed like this is friendly toward you and has disadvantage on Wisdom(perception) check to perceive anything besides you. When the spell ends the creature makes an Intelligence saving throw, if it succeeds it becomes aware that it was magically charmed by you. If it fails it does not recognize that it was magically charmed and will take whatever you said to it to heart, like it came from an important or dear friend. A creature that remains charmed by you for a full 10 minutes and fails the Intelligence saving throw will pursue a course of action you described to it to the best of its ability for the next 8 hours.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher you may target an additional for each slot level used above 5th.

BLADE TREE

5th-level Transmutation

Classes Cleric, Warlock

Casting Time 1 Action

Range Self

Components S, V, M(a metallic weapon worth at least 2sp, which is consumed)

Duration Instantaneous

You plant your blade into a creature, and it suddenly grows into a twisting, forked, and serrated tree made of metal piercing through your target's flesh. Make a melee spell attack, on a hit the target takes 4d10 piercing damage, 4d10 slashing damage, and is restrained. A restrained creature may use an action to make an Strength(athletics) check against your spell save DC to escape.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher increase both the piercing and slashing damage by 1d10 for each slot level above 5th.

CONJURE WEAPON

2nd-level Conjuration

Classes Warlock, Wizard

Casting Time 1 action

Range Self

Components S,V

Duration 1 minute

You conjure up a copy of a nonmagical weapon you have seen or studied. When the spell ends the conjured weapon dissolves away.

A creature may make a Wisdom(perception) check against your spell save DC to determine that the weapon is merely a conjured magical construction.

At Higher Levels. If you cast this using a slot of 3rd level or higher the weapon gains a +1 bonus to hit and damage and is considered magical for the purpose of overcoming resistances. If you cast this using a slot of 6th-level or higher you may create a copy of a rare or lesser magical weapon that you have seen or studied. If you cast this using a spell slot of 8th level or higher you may create a copy of a very rare or lesser magical weapon that you have seen or studied. When a copy of a weapon dissolves any effects associated with it end.

COLOR OUT OF SPACE

4-level Conjuration

Classes Warlock, Wizard

Casting Time 1 action (ritual)

Range 60 feet

Components S, V, M (a stone that fell from the sky)

Duration 10 minutes

At a point within range, you summon up an object of swirling ethereal light and color surrounding an impossibly black kernel. The kernel has an AC of 10 and 2hp and emits a cloud of glowing gas that saturates the air within 30 feet of it. This smoke extends around corners and is unmoved by winds less than 30 mph. The glowing smoke heavily obscures the area and kills all mundane plantlife it touches, leaving behind naught but dust. At the beginning of its turn, a non-aberration creatures within the smoke must succeed on a Charisma saving throw or take necrotic damage and have disadvantage on Charisma saving throws until the end of their next turn. If a creature with disadvantage on the save failed, they instead have disadvantage on all saving throws until the end of their next turn. A creature reduced to 0 hit points by this spell dissolves into featureless gray.

On your turn, you may use a bonus action to move the kernel up to 30ft.

A creature that destroys the kernel with a melee weapon attack gains 24 temporary hit points for 24 hours. Any creature with a Wisdom of 10 or greater intuitis this effect as soon as they enter the obscured area.

If this spell continues for its full duration it violently disappears, and for a year nothing will grow where the cloud touched.

CHRONOSTUTTER

2nd-level Transmutation

Classes Wizard

Casting Time 1 Action

Range 60 feet

Components V, M(a broken watch or cracked hourglass)

Duration Instantaneous

You cause time to flicker around a creature with in range. The target creature must make a Charisma saving throw, if it fails the save that creature now shares your initiative and takes its turn after yours, if it has already had a turn this round it is *incapacitated* until the beginning of your next turn. A creature may choose to willingly fail this roll.

CORRUPT ESSENCE

5th-level Necromancy

Classes Wizard

Casting Time 1 Action

Range 30 feet

Components S, V, M(a ruby worth at least 50 gp that you have held under your tongue while you sleep)

Duration Concentration up to 1 minute

A shard of blood-red light flashes from you and embeds itself in your target, forming a connection for sickly green lightning to begin filling them with the horrific energies of undeath. When you cast this spell make a ranged spell attack, on a hit the target takes 4d6 piercing damage 4d6 necrotic damage and while you concentrate on this spell you may use your action to make a spellcasting ability check contested by the targets Constitution check. If you win the target suffers 6d6 necrotic damage.

A target killed by this spell rises as a Zombie at the beginning of their next turn. A zombie will move towards and attack the nearest creature during their turn.

If you target an undead creature with this spell, it takes no necrotic damage and regains 6d6 hit points instead.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher all necrotic damage or healing this spell does increases by 1d6 for every slot level above 5th.

DRACONIC SMITE

4th-level Evocation

Classes Paladin, Sorcerer

Casting Time 1 Bonus Action

Range Self

Components S

Duration Concentration up to 1 minute

Visions of legendary dragons hover around you. For the duration you gain a +1 bonus to melee weapon attacks. The first melee weapon attack you hit with deals an additional 1d8 of each of acid, cold, fire, lightning and poison damage, then the spell ends.

DAZZLING SPHERES

2nd-level Conjuration, Combo

Classes Bard, Cleric, Incarcerer, Sorcerer, Warlock, Wizard

Casting Time 1 reaction, which you take to hitting a creature with a weapon or spell attack

Range Self(10-foot radius)

Components S, M(clear quartz crystal)

Duration Instantaneous

Dazzling spheres of white light burst from you and hang in the air for a moment. Each Creature within 10ft of you, must succeed on a wisdom saving throw or it becomes *charmed* by you until the end of its turn.

DEVILISH DELIGHT

2nd-level Illusion

Classes Warlock, Wizard

Casting Time 10 minutes (ritual)

Range 30 feet

Components S, M(an unwashed plate)

Duration Instantaneous

You set out a feast of illusory food, or disguise a meal already set before you, for up to 5 people. Each creature that eats this apparently bountiful spread believes that it has just had one of the best meals of its life. Illusory food provides no nutritional benefit while disguised food tastes like what it appears to be even if it is spoiled or poisoned. Any creature who eats this food must make a Wisdom saving throw. On a successful save the creature becomes aware of the illusion and your attempt to charm them, on a fail save it becomes charmed by you for 24 hours. A creature may reattempt the saving throw when it takes damage or you or one of your allies makes a hostile move towards it. Creatures charmed in this way crave another taste of your food and may be differently to convince you to give it more.

A creature may attempt an Intelligence(Investigation) check against your Spell Save DC to realize that the feast before them is an illusion.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of creatures that may partake in your feast increases by one for each slot level above 2nd.

DIRE-BEAST

1st-level Transmutation

Classes Druid,**Ranger

Casting Time 1 Bonus Action

Range Touch

Components S, V, M(a fossil fragment)

Duration 1 minute

You touch a creature with natural weapons, for the duration, attacks made by that creature using natural weapons do an additional 1d4 damage.

DISQUIETING MURMURS

1st-level Illusion

Classes Bard, Druid, Incarcerer, Sorcerer, Wizard

Casting Time 1 action

Range 15 feet

Components V

Duration Instantaneous

You whisper strange words and sounds that strike at the mind's primal root. Each creature of your choice within range must make a Wisdom saving throw. On a failed save it takes 4d4 psychic damage. A creature may use its reaction to move up to its speed away from you. If it is no longer within 30 feet of you afterwards, it takes no damage instead.

DOUBT

3rd-level Enchantment

Classes Bard, Sorcerer, Warlock, Wizard

Casting Time 1 minute

Range Special

Components V

Duration Concentration, up to 24 hours

You whisper poisonous words into the ear of a creature within 5 feet of you, seeding doubt in their mind about a single person, creature, institution, or fact. You may target any creature you have a telepathic connection with, no matter the distance, but the spell ends when that link is severed.

The target must make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened or charmed. On a failed save doubt takes root in the creature's mind and it becomes *frightened* of the entity you cast dispersions on and *charmed* by you. The target may attempt the saving throw again every 12 hours and when it takes damage, ending the effect on itself on a success.

At the beginning of an affected creature's turn while it can see the target of doubt, roll a d6, on a 3 or lower the affected creature must use its movement to move away from the source of its fear as it can.

If a creature remains under these effects for a full 24 hours, the effects become permanent until the dispelled or removed by other magic.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher you may target an additional creature for every slot level above 3rd.

ELEMENTAL IMMUNITY

4th-level Abjuration

Classes Cleric, Paladin

Casting Time 1 Action

Range Touch

Components V, S, M (a small doll)

Duration Concentration, up to 1 minute

Choose either acid, cold, fire, lightning, poison, or thunder damage. You grant one creature you can touch immunity to the chosen damage type for the duration of this spell.

EVOKER'S ORB

3rd-level Evocation

Classes Cleric, Sorcerer, Wizard

Casting Time 1 action

Range 60 feet

Components V, S, M (A glass marble)

Duration Conc. 1 minute

Choose one from acid, cold, fire, lightning, poison, or thunder; you summon an orb of raw elemental energy matching the chosen type. The orb sheds bright light for 30 feet and dim light for 30 feet beyond that. When this spell is cast you gain access to a pool of 7d6, when a spell or magical effect in range deals the chosen damage type you may expend one die from the pool. To use the pool, you must first roll one d6, adding the result to the damage dealt; then use your reaction to roll a d6 and reduce the damage dealt by the result.

When this spell ends, or you dismiss it with a bonus action, you regain a spell slot equal to half of the level left in your pool rounded down.

Another spellcaster may use an action to attempt to gain control over your orb with a successful Spellcasting ability check against your spell save DC. On a success you end your concentration on this spell and it begins concentrating on it, gaining its benefits; if it fails regain one die to your pool. You may not gain more dice than your pool started with.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher your pool starts with an additional d6 for each slot level used above 3rd.

EXTRAORDINARY GEOMETRY

3rd-level Transmutation

Classes Warlock, Wizard

Casting Time 1 action

Range 60 feet (20-foot radius sphere)

Components S, V, M (a measuring ruler, which is consumed)

Duration Concentration, up to 10 minutes

You slightly rotate the spacetime of 20ft radius sphere centered on a point you can see in range, causing normal geometry to break and become non-euclidian. Parallel lines can intersect and creatures can be swallowed whole by acute angles that act as obtuse.

Other non-aberration creatures in that area must spend twice their normal movement and take 3d6 slashing damage for every 5 feet it moves. Creatures outside the area have disadvantage on attacks made against creatures inside the area and vis-versa. On your turn, while you are inside the area, you may use your bonus action to Hide, even if you would not otherwise be able to hide as you step into the fold of extruded spacetime.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase the diameter of the affected area by 10 feet for each slot level above 3rd.

FERRIC WARDENS

4th-level Abjuration

Classes Cleric, Wizard

Casting Time 1 Action

Range 60 feet

Components S, V, M (4 miniature iron shields worth at least 8gp)

Duration Concentration, up to 1 minute

You enchant and enlarge a set of toy shields. For the duration you can individually command 4 floating shields to protect up to 4 creatures in range (no action required). A creature gains a +1 bonus to their AC for each shield assigned to them. If a creature has 3 or more shields assigned to them they gain advantage on dexterity saving throws. A creature that has more than 3 shields assigned to them, including any shield they may already have, makes all attack rolls with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher you create 1 additional shield for every slot level above 4th.

FLASH STEP

5th-level Transmutation

Classes Bard, Paladin, Sorcerer, Warlock, Wizard

Casting Time 1 action

Range Touch

Components S, V

Duration Concentration, up to 1 minutes

Until this spell ends one creature you touch has its movement speed doubled. Additionally, during their turn, the creature may use a bonus action to expend any amount of movement and teleport an equal amount to an unoccupied space it can see.

FROST SMITE

5th-level Evocation

Classes Druid, Paladin, Sorcerer, Warlock, Wizard

Casting Time 1 bonus action

Range Self

Components S

Duration Concentration, up to 1 minute

The next time you hit with a melee attack, the attack does an additional 6d8 cold damage and the target must make a Constitution saving throw. On a successful save the creature's speed is reduced by 15, on a failed save it must make another Constitution saving throw, if it fails it loses use of one of its limbs, with the effect of such loss determined by the GM, if it succeeds on the second saving throw it is stunned until the beginning of your next turn. Then the spell ends.

GEIGER'S SICKENING GAZE

1st-level Necromancy

Classes Sorcerer, Warlock, Wizard

Casting Time 1 action

Range 60 feet

Components M (a chip of phosphorescent material)

Duration Instantaneous

A barely visible blue beam of radiation streaks from one of your eyes. Make a ranged spell attack against a creature within range. On a hit the target takes 2d6 poison damage and must make a Constitution saving throw. On a failed save the creature takes an additional 1d6 necrotic damage and becomes poisoned until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase both poison and necrotic damage by 1d6 for each slot level above 1st.

GRIM HYMN

4th-level Necromancy

Classes Bard, Cleric, Warlock

Casting Time 1 Action

Range 60 feet

Components V

Duration Concentration, up to 1 minute

Your eyes and hair turn pitch black as you sing a haunting incantation. Just hearing it is enough to weaken the bonds between body and soul. You cannot voluntarily end your concentration on this spell unless you use your action to make a DC 17 Charisma saving throw and succeed. For the duration you cannot take actions, bonus actions, or reactions, other than attempting to end this spell. At the end of your turn all creatures in range that can hear you, including yourself, must make a Constitution saving throw or gain one level of exhaustion. When another creature that can hear you begins its turn within range, it must attempt the saving throw, gaining another level of exhaustion on a failed save.

Any levels of exhaustion caused by this spell go away when this spell ends.

HEADWATERS

4th-level Evocation

Classes Cleric, Druid

Casting Time 1 action

Range Self(60-foot* cone)

Components S, M(a stone that weighs at least 5 pounds, which is consumed)

Duration Concentration, up to 1 minute

You break the stone and tear open a small rift to the elemental plane of water, releasing a sudden flood. Each creature in a 60 foot cone must make a Strength saving throw. On a failed save a creature takes 8d6 bludgeoning damage and is moved to the far edge of the cone, taking half damage on a successful save.

While you maintain concentration the cone this spell effects increases by 10 feet at the beginning of your turn. The area is difficult terrain, and creatures that start their turn in the affected area must reattempt the saving throw, if it fails the creature takes 1d6 bludgeoning damage and is moved to the nearest edge of the cone. You may use your action to make the water bitter and unsuited for drinking or sweet and refreshing.

When this spell ends, most of the water evaporates. The rift remains as a permanent tiny portal to the elemental plane of water, releasing a trickle of water, it is almost indistinguishable from a natural, if implausible, spring.

HELL FORGED CHAINS

5th-level Conjuration

Classes Sorcerer, Warlock, Wizard

Casting Time 1 action

Range Self (10 feet)

Components S, V, M (a bracelet of rusted iron)

Duration Concentration, up to 1 minute

Torturous animated chains burst forth from your skin and form a shroud around you. As part of casting this spell you make a ranged spell attack with one end of your chain against a creature within 10 feet, dealing 4d8 slashing damage on a hit, and the target must make a Strength saving throw or become grappled. Until this grapple ends the creature is restrained and takes 1d8 piercing damage at the start of their turn. You may not have more than 2 creatures grappled this way.

And when you take the attack action you may replace any of the attack with an attack by your chain. If you attack with your chain while grappling two creatures you end one of the grapples.

HYMN OF POWER

5th-level Enchantment

Classes Bard, Cleric, Paladin

Casting Time 1 action

Range 30 feet

Components V

Duration Concentration, up to 10 minutes

You begin a holy chant that fills your allies with divine power. When you cast this spell choose the type of hymn that you encant. You may use a bonus action to change the type of hymn.

- **Protection.** All friendly creatures within range add 1d4 to saving throws made against spells and other magical effects. Additionally, if an affected creature succeeds on a saving throw and would take half damage, they also gain resistance to damage until the end of the turn.
- **Invigoration.** All friendly creatures that begin their turn within range increase their movement speed by 10 feet, additionally they may remove one level of exhaustion at the beginning of their turn.
- **Aid.** All friendly creatures that begin their turn within range regain 1 hp. Additionally, friendly creatures within range may roll and add 1d4 to an attack roll, damage roll, or ability check.

IGNITING GAZE

5th-level Transmutation

Classes Cleric, Sorcerer, Warlock, Wizard

Casting Time 1 action

Range 90 feet

Components S

Duration Concentration, up to 1 minutes

Your destructive attention causes one creature or object you can see within range to ignite with a cursed flame. The target makes a Charisma saving throw. It takes 6d6 fire damage on a failed save or as much damage on a successful one. On a failed save the creature continues burning for the spell's duration. At the end of their turn, a burning creature must repeat the saving throw, taking 3d6 fire damage on a failed save, or extinguishing the flames on a successful one.

On your turn you may use your action to target your gaze at the same or a different creature or object, forcing them to make the initial saving throw; a creature that is already burning automatically fails its saving throw.

These magical flames can't be extinguished by nonmagical means. If you can not see a burning creature or if it has full cover the flames are extinguished.

If damage from this spell kills a target, the target is reduced to ash.

IMPULSE

1st-level Transmutation

Classes Bard, Druid, **Ranger, Sorcerer, Wizard

Casting Time 1 action

Range Touch

Components S, V, M

Duration Instantaneous

A small or tiny object that you can touch and weighs 50 pounds or less suddenly accelerate. You may choose one of the following paths for the object to take:

- **Arch.** Creatures, objects, and structures within 5 feet of a point within 90 ft must succeed on a Dexterity saving throw or take 1d4 bludgeoning damage for every 5 pounds the object weighed.
- **Line.** Creatures, objects, and structures along a 60-foot-long 1-foot wide line must succeed a Dexterity saving throw or take 1d4 bludgeoning damage for every 5 pounds the object weighed.

Regardless of the path chosen, the object also takes the damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of the object increases by 50 pounds for each slot level above 1st. Additionally higher slot levels increase the size of the object you may use and the area of effect: using a 3rd level or higher slot you may use a medium-size object which affects either a circle with a 20-foot diameter circle or a 60 by 5-foot line, using a 5th level or higher slot you may use a large-size object which affects either a circle with a 30-foot diameter circle or a 60 by 10-foot line.

INCREASE MASS

1st-level Transmutation, Dueling

Classes Druid, Sorcerer, Wizard

Casting Time 1 action or 1 reaction which you take when you or a creature you can touch would be forced to make a Strength saving throw

Range Touch

Components S, V

Duration 1 minute

For the duration the mass of a creature or object you can touch quadruples. It gains advantage on Strength saving throws and resistance to bludgeoning damage, including against the triggering effect. If the new weight exceeds its carrying capacity it is considered encumbered.

Additionally, if it makes a melee weapon attack against a prone or grappled target, on a hit it deals an additional 1d6 bludgeoning damage.

You may use a bonus action to end this spell's effects.

At Higher Levels. If you cast this using a 3rd- or 4th-level spell slot the effects last for 1 hour. If you cast this using a spell slot of 5th-level or higher the effects last for 24 hours.

JINX

1st-level Enchantment

Classes Warlock

Casting Time 1 bonus action

Range 60 feet

Components V

Duration 1 minute

You place a minor curse on a hostile creature you see within range. When the cursed creature makes an attack roll or ability check you may roll a d20, before the result of the action is announced you may choose to substitute its roll with yours. If this changes a success into a failure the curse fades away and the spell ends.

Casting *remove curse* on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the spell lasts for up to 2 hours. When you use a spell slot of 5th level or higher the spell lasts for up to 24 hours.

JOVIAN WEIGHT

4th-level Transmutation

Classes Cleric, Paladin, Wizard

Casting Time 1 Action

Range Self(30 foot radius)

Components S, V, M(a crown of laurels)

Duration Concentration, upto 10 minutes

All other creatures in within 30 feet feel themselves pulled down by the suddenly intensified gravity. During the duration other creatures in range suffer the following effects:

- To rise from being prone other creatures in range must succeed on a Strength Saving throw.
- Small or larger creatures must spend 2 feet of movement for every foot they move.
- Medium or larger creatures take 1d6 bludgeoning damage for every 5 feet they move.
- Large and larger creatures take 1d6 bludgeoning damage at the beginning of their turn.
- At the end of your turn huge and larger creatures must make a Strength Saving throw, falling prone and taking 1d6 bludgeoning damage on a failed save.

LIGHT CANNON

5th-level Evocation

Classes Cleric, Sorcerer

Casting Time 1 action

Range Self(60-foot by 10-foot line)

Components S, V, M(a Ruby worth at least 500gp)

Duration Instantaneous

You release a beam of brilliant radiance. All creatures within a 60 foot long, 10 foot wide line must make a Dexterity saving throw or take 7d8 radiant damage, half as much on a successful save. All flammable objects in that area that are not being worn or carried ignite.

LIVING CABLE

3rd-level Transmutation

Classes **Ranger, Sorcerer

Casting Time 1 action

Range 90 feet

Components S,V, M(a length of metal wire or cable)

Duration concentration up to 1 hour

You magically animate a length of metal wire or cable, which uses the [Animated Cable](#) stat block. The Animated Cable is friendly toward you and obeys your commands (no action required), it shares your initiative count but takes its turn immediatly after yours. It it forces a creature to make a saving throw the DC is equal to your spell save DC. If you give it no instructions it moves toward you as much as possible and takes its Guard on you if possible.

At Higher Levels. If you use a slot level above 3rd the AC and HP of the Living Cable increase, as specified in its stat block.

MAGNETIC FIELD

1st-level Transfiguration

Classes Bard, Paladin, Sorcerer, Wizard

Casting Time 1 action

Range 15 feet

Components M (a load stone)

Duration Concentration, up to 1 minute

Creatures with in range wearing or carrying metal must expend twice their normal movement to move away from you.

Small metallic objects in range that are not being worn or carried are pulled toward you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the range of this spell by 5 feet for each slot level above 1st.

MAGNET BURST

3rd-level Transmutatuion, Combo

Classes Incarcerer,**Ranger, Sorcerer, Warlock, Wizard

Casting Time 1 reaction, which you take to hitting a creature with either a weapon or spell attack multiple times on a single turn

Range Self(30-foot radius sphere)

Components S, M(An iron sphere)

Duration Instantaneous

You change gravity, drawing in nearby creatures and then expelling them again. Each creature within range begins falling toward you, if they are able to hold on to something they may use their reaction to make a Strength saving throw to resist falling. If they move more than 10 feet they take 1d6 bludgeoning damage per 10 feet they move, then all creatures that end their fall within 10 feet of you make a Strength saving throw. On a failed save they take 1d6 force damage and are shoved back 10 feet.

If a creature has something to hold on to they may make a strength saving throw to avoid falling.

ANIMATED CABLE

Small Construct

Armor Class 13 + level of the spell

Hit Points 30 + 10 for each spell level above 3rd

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (-4)	16 (+3)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Damage Resistances poison

Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned

Senses passive Perception 9

ACTIONS

Trip. The cable stretches out and attempts to pull the legs from under the creatures around it. All creatures of your choice within 15 feet of the cable must make a dexterity saving throw or fall prone.

Bind. The cable leaps out and coils around a large or small creature within 30 feet of it. The creature must make a strength or dexterity (their choice) or become *restrained*. A restrained creature may reattempt the saving throw on their turn to break free.

Constrict. A creature bound by the animated cable must make a Constitution dabbng throw out take 4d8 bludgeoning damage taking half as much on a successful save.

Drag. The cable pulls a large or smaller creature it has bound upto thirty feet towards it.

Retrieve. The cable latches on to a medium or smaller object within 30 ft and pulls it towards itself. If the object is being out carried, the creature may make a strength saving to keep hold of them object.

Zip line. The cable moves a willing creature withing 30 feet to another point within 30 feet of the cable.

Guard. The animated cable wraps itself around a willing creature with in 5ft., the next attack made against that creature is made with disadvantage.

MALIGNANT GROWTH

4th-level Necromancy

Classes Druid, Warlock, Wizard

Casting Time 1 Action

Range Touch

Components S, V, M (a chip of phosphorescent material)

Duration Concentration, up to 10 minutes

Your touch causes a parasitic growth to begin feeding on a creature's life force. Make a melee spell attack against a creature in range. On a hit the creature is poisoned and remains so for the duration of the spell.

On your turn you may use a bonus action to incite the growth to spread; the poisoned creature must make a Constitution saving throw, on a failed save you may choose to reduce the creature's current and maximum HP by 1d10 + your spell casting modifier, or decrease one of their ability scores by 1d4.

The lost HP and ability scores do not return until it completes a long rest after the growth has been removed by a medicine check against your Spell Save DC or a *greater restoration* or similar magic. Failing the medicine check inflicts 2d10 slashing damage.

MASS WARDING BOND

4th-level abjuration

Classes: Cleric

Casting Time 1 action

Range 30 ft

Components V, S, M (a up to 6 wooden rings carved from the same tree, each set with an emerald worth at least 50gp, which all affected creatures must wear for the duration)

Duration 1 hour

This spell wards up to 6 willing creatures in range and creates a mystic connection between them until the spell ends. Each affected creature within 60 feet of you, gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time an affected creature takes damage, any affected creature within 60 feet of it takes the same damage.

The spell ends if you drop to 0 hit points. A creature is no longer affected by this spell if you and the creature become separated by more than 60 feet or if the spell is cast again on it. You can also dismiss the spell as an action.

MOMENTARY RAMPAGE

5th-level Enchantment

Classes Bard, Cleric, Paladin

Casting Time 1 Bonus Action

Range Touch

Components V, S, M

Duration Concentration up to 1 minute

A creature you touch becomes filled with fury and rage, pushing them past their limits. For the duration, if that creature takes the attack action it may make two more attacks than it normally would. If it does so until the beginning of your next turn attacks that target that creature are made with advantage.

MONSTROUS ROAR

3rd-level Evocation

Classes Bard, Druid, Incarcerer

Casting Time 1 action

Range self (30-foot cone)

Components V

Duration Instantaneous

You let out a forceful roar. All creatures within a 30-foot cone in front of you must make a Strength saving throw or take 4d6 thunder damage and then they are knocked back to the far end of the cone, taking 1d6 bludgeoning damage for every 10 feet traveled. If they succeed on the saving throw they are not moved, but only take half the thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase the size of the cone by 10 feet for each slot level above 3rd.

MYSTIC FORGE

3rd-Level Transmutation, Ritual

Classes Cleric, Wizard

Casting Time 10 Minutes

Range Special

Components S, V, M (a container worth at least 250gp, full of coals)

Duration 8 Hours

You cause the flames in the container used in this spell to burn white hot, but they will only harm what you permit it to harm. For the spell's duration, ability checks that use the forge as part of an ability check that uses a tool proficiency makes the check with advantage. Creatures within 30 feet of the forge ignore the effects of extremely hot and cold weather and regain an additional level of exhaustion if they complete a long rest inside that range.

Creatures of your choice take 4d12 fire damage when they enter a container affected by this spell at the beginning of their turn while in the container. Otherwise the flames are harmless and do not spread.

OCULUS NOIR

5th-level Enchantment

Classes Bard, Cleric, Warlock

Casting Time 1 Action

Range 120 feet

Components S, V, M(fish scales)

Duration 1 hour

This spell steals the sight from creatures of your choice. Roll 4d4; the total multiplied by ten is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious and blind creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell becomes blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, roll an additional d4 for each slot level above 5th.

PSYCHE SHOCK

3rd-level Enchantment

Classes Incarcerer, Warlock, Wizard

Casting Time 1 Action

Range 30 feet

Components V

Duration Instantaneous

You assault the very identity of a creature in range. The target must make an Intelligence saving throw or take 4d8 psychic damage and is *stunned* until the start of their next turn, only taking half as much damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

PRISIMATIC CHARGE

3rd level Evocation

Classes Cleric, Incarcerer, Paladin, Sorcerer, Warlock, Wizard

Casting Time 1 Action

Range Self

Components S, M(a weapon worth at least 1 sp)

Duration Concentration, up to 1 minute

You flourish the weapon used in casting the spell, then make a melee attack with it. On a hit the target suffers 1d10 force damage in addition to the normal effects of the weapon.

While you are concentrating on this spell rainbow wisps of energy gather at the tip of your weapon. This energy build up is represented by a pool of dice that begins with 1d10 and cannot exceed 10d10. Add 1d10 to the pool every time you hit a creature with an attack using the weapon used to cast this spell. On your turn you may use a bonus action to add 2d10 to your pool or release your charged up energy and fire a ring of spiraling rainbow beams. If you release the stored energy a creature you can see within 60ft must make a Dexterity saving throw and the spell ends. On a failure the target takes force damage equal to the result of rolling all the dice in your pool, or half that on a successful save.

When you lose concentration on this spell you use your reaction to unleash some of the charged energy, a creature within 30 feet must make a Dexterity saving throw, on a failure it takes force damage equal to the result of rolling half the dice in your pool(minimum 1) and half that damage on a successful save.

At Higher Levels. If you cast this spell with a spell slot of 4th level or higher, your pool starts with an additional d10 and the pools maximum limit increases by 1 for each slot level above 3rd.

REFLECTING BARRIER

3rd-level Abjuration

Classes Cleric, Paladin, Sorcerer, Warlock, Wizard

Casting Time 1 Reaction, which you take when you are hit by an attack or targeted by the magic of a spell

Range Self

Components V, S

Duration 1 round

A shell of hexagonal tiles of magical force appears to protect you. Until the start of your next turn you take no damage from *magic missile*. The shell also halves hit points, until the start of your next turn whenever you take damage, the shell takes damage instead. This reduces the shell to 0 hit points, you take any remaining damage.

At the beginning of your next turn, all creatures within 5 ft. take force damage equal to the damage dealt to the shell.

At Higher Levels. If you cast this spell with a spell slot of 4th level or higher, the shell begins with 5 hit points for each slot level above 3rd.

RIGHTEOUS BANNER

3rd-level Enchantment

Classes Paladin

Casting Time 1 action

Range 5 feet

Components S, V, M(a strip of undyed cloth)

Duration 1 minute

You summon a standard emblazoned with the sigil of the power you serve, all who gaze upon it are filled with awe and terror.

Your righteous banner sheds bright light for 10 ft and dim light for an additional 10 ft and must be carried with two hands or planted in the ground with a bonus action. When planted, your standard has an AC of 14 and 5 hp. Creatures of your choice within your standards light deals an additional 1d4 radiant damage when they hit with a weapon attack. Each hostile creature that your standard's light touches deals 1d4 less damage when they hit with a weapon attack.

If you are forced to drop your standard, or if it is destroyed each hostile creature within 20ft of where the standard stood makes its next attack with advantage. All creatures that can see your banner are aware of this effect.

RIPTIDE SPIRIT

3rd-level Conjuraction

Classes Druid, Sorcerer

Casting Time 1 bonus action

Range 90 feet

Components S, V, M(a cup of clean water)

Duration 10 minutes

You conjure a minor elemental spirit called a Riptide. When you cast this spell, and on future turns as a bonus action, you may verbally command it to move up to 30 feet. The Riptide can move through large and smaller creatures. The first creature that the Riptide moves through, each turn must make a strength saving throw or they take 1d8 bludgeoning damage and are dragged 10 feet in a direction of the riptides movement. If the creature is submerged in water it is moved 20ft instead.

If the Riptide moves beyond this spells range it collapse into ordinary water and the spell ends.

RUST TOUCH

4th-level Transmutation

Classes Druid, Warlock, Wizard

Casting Time 1 Bonus Action

Range 5 feet

Components S, V, M(a shot of salt water and an insect's antenna)

Duration Concentration, up to 1 minute

For the duration any nonmagical weapon made of metal that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops below -5, the weapon is destroyed. Non magical ammunition

made of metal that hits you is destroyed after dealing damage.

Additionally you may use a bonus action to corrode one nonmagical metal object within 5 feet. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw to avoid the your rusting magic.

If the target object is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a bonus is destroyed.

SCRAP

2nd-level Transmutation

Classes Wizard

Casting Time 1 action

Range 30ft.

Components S, M (a metal object worth at least

Duration Instantaneous

You destroy the metal object used in the casting and reconfigure the metal into a jumble of small pieces and scatter them. Choose one of the following sh

- **Spikes:** You cover a 10 foot by 10 foot area with more than 80 caltrops. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.
- **Balls:** You cover a 15t foot by 15 foot area with at least over 2000 ball bearings. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.
- **Filings:** Each Creature in a 20 foot cube must make a dexterity saving throw on a failure take 2d6 slashing damage and become blind until the end of the turn, only taking half the damage on a successful save.

SHADOWS OF THE CITY

3rd-level Illusion

Classes Warlock, Wizard

Casting Time 1 action

Range 120ft.

Components S, M (a cobblestone extracted from a busy road)

Duration Concentration, up to 1 minute

You cause a shadow of an otherworldly city to overlap with reality within a 30ft radius sphere centered on a point in range. The area is dimly lit, regardless of its prior illumination. Hostile non-aberrations treat it as difficult terrain. Within the area 3 *Citizen Shades* emerge, they are friendly to you and take their turn after yours. You may give them instructions telepathically, (no action required). These *Citizen Shades* cannot move outside of the area. At the beginning of your turn, if there are less than 3 Shades, a new Shade appears.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase the radius of the affected area by 5 feet for each slot level above 3rd. If you cast this spell with a 6th level slot or higher 4 *Citizen Shades* appear.

CITIZEN SHADE

Medium aberration

Armor Class 10 **Hit Points** 10 **Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities Radiant, Psychic

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., passive Perception 10

Amorphous. The citizen shade can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the citizen shade can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Psychosomatic Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 8 (3d4) psychic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

SHADOW FORCE

4th-level Evocation

Classes Sorcerer, Warlock

Casting Time 1 action

Range Self

Components S, M (A nugget of gold worth at least 5gp, covered in ink)

Duration 1 round

You step through a shadow into the ethereal plane. At the beginning of your next turn you return next to the creature within 120ft of the space you left, then you may use your action to force that creature to make a Charisma saving throw. On a failed save it takes 8 necrotic damage and is transported to the ethereal plane for 1 round, on a successful save it only takes 4 damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher increase the damage dealt by 1d8 for each slot level used above 5th.

SHATTERING STOMP

1st-level Evocation

Classes Bard, Druid, Incarcerer, Sorcerer, Wizard

Casting Time 1 action

Range Self(10 feet radius)

Components S,V

Duration Instantaneous

You stomp the ground, causing it to shudder and crack. All grounded creatures in range must make a Dexterity saving throw or take 1d6 bludgeoning damage and fall prone.

If any creature fails the saving throw, the area in range becomes difficult terrain until it can be cleared. It takes 1 minute of work to clear a 5 by 5 foot area.

Structures and non-magical objects that aren't being worn and structures in range also take damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the range of this spell by 5 feet for each slot level above 1st.

SLAPSHOT

1st-level Transmutation

Classes Incarcerer, **Ranger, Cleric, Sorcerer, Wizard

Casting Time 1 Bonus Action

Range Self

Components V, S, M(a weapon worth at least 1 sp)

Duration Instantaneous

You brandish the weapon used in casting and charge forward toward a creature within 10ft, this movement does not provoke attacks of opportunity, then make a melee spell attack against that creature. On a hit deal 2d10 force damage.

At Higher Levels. If you cast this spell with a spell slot of 2nd level or higher increase the distance you charge forward by 5ft for each spell slot level above 1st.

SMACKDOWN

2nd-level Evocation

Classes Bard, Cleric, Druid, **Ranger

Casting Time 1 action

Range 60ft

Components S, V

Duration Instantaneous

Make a ranged spell attack against a creature in range, on a hit the creature takes 3d6 force damage and falls prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may make an additional attack for every second slot level spent, i.e. 4th, 2 attacks, 6th: 3 attacks, 8th: 4 attacks

SPIKE CANNON

2nd-level Evocation

Classes Druid, **Ranger, Wizard

Casting Time 1 Action

Range 15 feet

Components M (several nails or quills)

Duration Instantaneous

You shoot out a quick barrage of spikes. All creatures within a 15 foot long, 5 foot wide line must make a Dexterity saving throw or take 5d6 piercing damage, taking half damage on a successful save.

At Higher Levels. When you cast this using a spell slot of 3rd level or above increase the damage dealt by 2d6 for each slot level above 2nd.

SOOT AND CINDERS

4th-level Evocation

Classes Warlock

Casting Time 1 action

Range Self (10 feet)

Components S, V, M (a splinter of basalt worth 1 gp)

Duration Concentration, up to 1 minute

A cloud of burning ash and smoke descends around you, heavily obscuring everything in a 10-foot-radius, 20-foot-tall cylinder around you, though your vision remains unhindered. The cylinder moves with you and spreads around corners. The cloud lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Creatures of your choice that start their turn in the area, or the first time they move within this range, must make a Constitution saving throw or take 2d6 fire damage and 2d6 poison damage, taking either the fire or the poison damage on a successful save, their choice.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher you may increase the range of this spell by 5 feet for every slot level above 4th.

SONIC RAVE

5th-level Transmutation

Classes Incarcerer, **Ranger, Paladin, Sorcerer, Warlock

Casting Time 1 Action

Range Self

Components V, S, M (a weapon worth at least 1 sp)

Duration Concentration, up to 1 minute

You flourish the weapon used in casting the spell, launch yourself in a straight line up to 30 ft without provoking attacks of opportunity. All creatures within 10 feet must make a constitution saving throw or take 10 dealing 3d10 thunder damage, or half as much damage on a successful one.

For the duration you may use your action to use the effect again. If you end your turn without using the effect the spell ends.

At Higher Levels. If you cast this spell with a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

SONIC SPRINT

3rd-level Transmutation

Classes Bard, Incarcerer, **Ranger, Sorcerer

Casting Time 1 bonus action

Range Self

Components S

Duration Instantaneous

When you cast this you may move in a straight line up to twice your movement speed, momentarily breaking the sound barrier. Every creature that you passed within 5 feet of must make a Constitution saving throw or take 1d10 thunder damage. The loudness of your movement can be heard up to 300 hundred feet away.

When you move you can take along 1 willing or grappled creature.

STRIKE RAID

2nd-level Conjuration

Classes **Ranger, Sorcerer, Warlock, Wizard

Casting Time 1 Action

Range Self

Components V, S, M (a melee weapon worth at least 1 sp)

Duration Instantaneous

You flourish the weapon used in the casting, the weapon gains the thrown (30/60) property until the end of your turn and you make a ranged weapon attack with it. On a hit the target suffers the weapon's normal effects plus 2d6 additional force damage, then the weapon teleports back into your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot you may make 2 attacks. When you cast it using a 5th- or 6th level spell slot you may make 3 attacks. When you cast it using a spell slot of 7th level or higher you may make 4 attacks.

TURBULENT AIR

4th-level Transmutation

Classes Druid, Incarcerer, Sorcerer, Wizard

Casting Time 1 Action

Range 300 feet (50-foot cube)

Components S,V, M (a hand-held fan)

Duration 1 minute

You cause the air within a 50-foot cube to become wild and turbulent. Flying creatures must spend 2 feet of movement for every 1 foot they move through the cube. All creatures that begin their turn in the cube or move into the area must make a Strength saving throw or are moved 10 feet in a direction of your choice.

In the area gasses and vapors are dispersed, candles, touches, and unprotected flames are extinguished and protected flames dance wildly, reducing their illumination by 50 percent.

As a bonus action on your turn, you may move the cube of affected air up to 100 ft. During the spell's duration, you may also use a bonus action to suspend or restart its effects.

At Higher Levels. If you cast this spell with a spell slot of 5th level or higher, the size of the cube increases by 10 feet for each slot level above 4th.

VOLTAIC VIGOR

5th-level Transmutation

Classes Sorcerer

Casting Time 1 action

Range Touch

Components S, V, M (a sealed vessel full of vinegar and a zinc and a copper rod each worth at least 2 sp)

Duration Concentration, upto 1 minute

A willing creature you touch transforms into pure electricity. Until the spell ends its movement speed and jump distances are tripled and its movement does not provoke attacks of opportunity, it is immune to lightning damage and weapon attacks targeting it are made with disadvantage. It gains advantage on Dexterity Saving Throws and disadvantage on strength saving throws. And it gains an additional action on each of its turns; that action can be used only to take the Search, Dash, or Use an Object action.

Further, weapon attacks by creatures transformed in this way deal an additional 2d8 lightning damage.

When the spell ends, the target can't move or take actions until after its next turn, as its body recovers from the transfiguration.

VORPAL STRIKE

3rd-level Transmutation

Classes Incarcerer, Paladin,**Ranger, Sorcerer, Warlock

Casting Time 1 Action

Range 5ft.

Components V, S, M(a shard of glass)

Duration Instantaneous

You let out a ferocious cry and leap forward to strike a creature in range. Roll 6d10, if the result is greater than the remaining hit points of the target creature its hit points immediately becomes 0. A creature with any uses of Legendary Resistances remaining immediately expends one use of its Legendary Resistance instead.

Regardless of the outcome, until the end of your next turn your armor class is 0.

At Higher Levels. If you cast this spell with a spell slot of 4th level or higher, roll an additional 2d10 for each slot level above 3rd.

WILD FLESH

1st-level Transmutation

Classes Warlock, Wizard

Casting Time 1 action

Range 30ft.

Components S, M (a crimson cape)

Duration Concentration, up to 1 minutes

Your flesh writhes and flows, suddenly lashing out at a creature within range. The target must make a dexterity saving throw or be dragged 10 feet toward you. A creature that is dragged to within 5 feet of you is grappled and restrained by you. A creature may use an action to escape by making a Strength check against your spell save DC.

For this spell's duration, your Unarmed Strikes have a Reach of 10ft, and you may attempt to grapple creatures up to two sizes larger than you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher the initial effect may target an additional creature for every slot level above 1st, and you may maintain these grapples even if you would not normally have the number of limbs needed.

ZETTAFLASH

9th-level Evocation

Classes Sorcerer

Casting Time 1 Action

Range Self(1mile by 5 foot line)

Components V, S, M(a duck feather touched by a prince)

Duration Concentration, 1 round.

While concentrating on this spell, a complex magical circle made of light erupts from the ground around you and the temperature spikes to a nearly unbearable level. All creatures within 1 mile know that you are casting a spell of immense power.

At the beginning of your next turn, when the spell ends you may unleash a massive beam of energy reducing everything in its range to elementary particles. Each creatures within a 1 mile long 5 foot wide line must make a Dexterity saving throw. On a failed save the creatures is disintegrated and cannot be resurrected by a spell of less than 8th level. On a successful save the creature take takes 10d20 force damage. Any nonmagical object or structure in the area is reduce to dust.

Casting this spell consumes a great deal of your life force. If you concentrate on this spell for its full duration and use its effect, you must immediately make 9 DC 20 Constitution saving throws, gaining a level of exhaustion for each failure. If this causes you to die, you can not be resurrected by a spell of 8th level or lower. If you do not die, until you finish a long rest every time you cast a spell you take 1d10 necrotic damage per level of the spell. Additionally your strength score drops to 3, if it isn't already lower, for 2d4 days.

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